

Nintendo ENTERTAINMENT SYSTEM

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AMERICAN VIDEO
ENTERTAINMENT™

VENICE BEACH VOLLEYBALL™

©1991 American Video Entertainment, Inc.

Program and game graphics by Idea-Tek, Inc.

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Manual by Mike Meyers & Phil Mikkelsen.

Instruction Booklet art by Marlin Gee.

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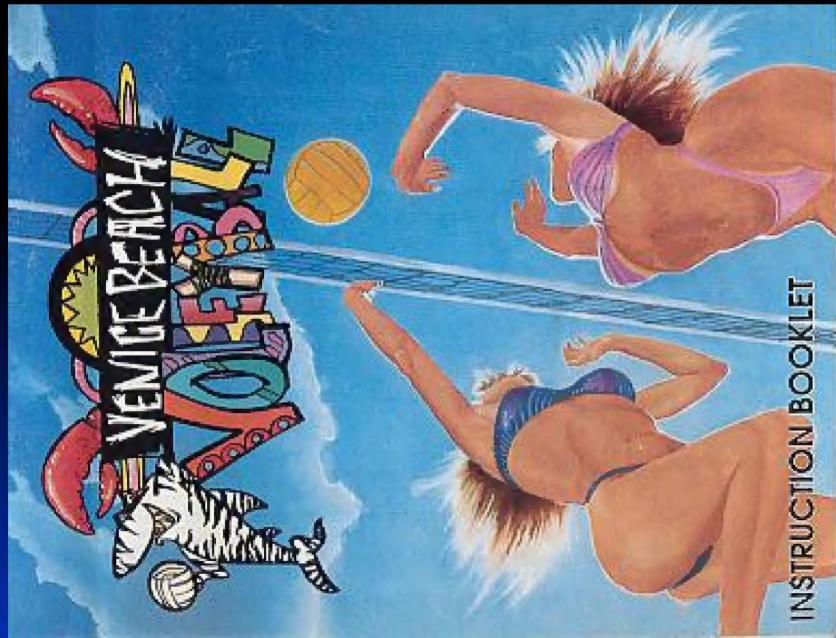
American Video Entertainment, Inc.

577 Airport Blvd. Suite 700, Burlingame, CA 94010

Or Call (800) HOT-4-AVE that's (800) 468-4283.

PRINTED IN THE USA

Nintendo ENTERTAINMENT SYSTEM



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Thank you for purchasing **VENICE BEACH VOLLEYBALL™**, an exciting video game from American Video Entertainment, Inc. Our seal of quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System.™



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- ▷ Radical beach volleyball fun for the entire family.
- ▷ Choose from four of the hottest teams in America.
- ▷ Includes two player simultaneous action or single player against the computer.

KICKING BEACH BUTT

They have come from all across America - the very best of the best. They are here at the most radical summer hang-out in the world, VENICE BEACH!

Hundreds of two-men and two-women teams are ready to kick-butt and go all the way to win the most excellent volleyball event of the year. The Venice Beach Open.

And now, after five days of grueling play, there are only four teams remaining. Bob and Howard, two Venice Beach locals and real crowd favorites. Lisa and Bambi, two co-ed babes from Florida and one of the quickest teams in the tournament. Steve and Jamile, excellent Spikers from South Texically. And of course Kelly and Morica, who may be a couple of the smartest, tannest, cuties in town, but play one mean game of beach Volleyball.

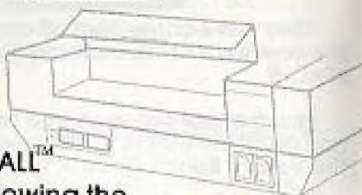
Which team will walk away with this year's coveted MEGA V-BALL Award?

**Your skills will
determine who wins!**



GETTING STARTED

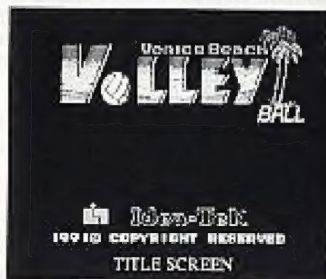
Make sure the power switch on your control deck is turned off.



Insert VENICE BEACH VOLLEYBALLTM into your NES console carefully following the power up instructions in your NES user manual.

If the title screen flashes on and off and the game will not play see pages 15-17.

From the title screen press START to go to the configuration screen.



CUSTOMIZING GAME



The CONFIGURATION SCREEN lets you customize the game's options to your liking. To customize any of the five game settings, move the Direction Pad UP & DOWN to highlight your selection. By moving the direction Pad RIGHT or LEFT you can change the settings.

GAME MODE

From here choose the type of game you want to play.

1P vs. COM: For single player action against a computer controlled team.

2P vs. COM: You and a buddy work together to take on a computer controlled team.

1P vs. 2P: Intense two Player head to head competitive action.

LEVEL

Select the game's difficulty level.

Easy: A Great place to start and learn.

Normal: Here's where you'll start to work up a sweat.

Hard: The ultimate challenge! V-Ball thrashers only need apply.

CUSTOMIZING GAME

POINT

This is where you choose how many points (5, 10 or 15) that you must score to win the game.

SET

Choose how many games you must win to defeat the opposing team.

- 1: Single game winner takes all.
- 3: Three game set, winner is best 2 out of 3.

RULE

Choose the scoring rules (NORMAL or RALLY POINT) that will apply to your game.

NORMAL: You must be serving to win the point.

RALLY POINT: You can win a point when serving or receiving.

EXIT

After you've set up the game to your liking and you're ready to pick your team select EXIT and press START.

CHOOSE TEAMS



The Teams

BOB and HOWARD

RECEIVING: 85 SMASH: 70 SPEED: 80

LISA and BAMBI

RECEIVING: 80 SMASH: 75 SPEED: 85

STEVE and JAMILE

RECEIVING: 80 SMASH: 80 SPEED: 85

KELLY and MORICA

RECEIVING: 85 SMASH: 70 SPEED: 75

Here's where you choose the team you will compete with in the tournament. Each team is rated by three different ability categories:

RECEIVING: How well your team play's an opponent's serve or hit

SMASH: How well your team spikes the ball.

SPEED: How quickly your team gets the ball.

Hit A Button to chose your team. Now its time to get down to the sand and get ready to serve. Its time to kick some beach butt!

CONTROLLING THE ACTION

DIRECTION PAD

Moves your two players anywhere around the play field. On serves you can aim the ball using the Direction Pad.

B BUTTON

Press to jump during serving or receiving.

Press twice to spike the ball.

A BUTTON

Press to hit the ball.



SELECT

This button is not used.

START

Press to Pause a game in progress or to begin a new game.

On serves you can move your player anywhere along the baseline before you toss the ball. You can also aim the ball using the Direction Pad during a serve.

SERVING THE BALL

One of the most important things to know in Volleyball is how to serve the ball. There are two types of serves, the jump serve and the flat serve. Practice both a lot, 'cause the only way you'll ever be able to kick the big butt is by knowing how to deliver a devastating serve consistently.

JUMP SERVE: Press **A Button** to toss the ball, then **B Button** to jump and **B Button** again to hit the ball over the net.

FLAT SERVE: Press **A Button** to toss the ball, then **A Button** again to hit the ball over the net.



RECEIVING THE BALL

RECEIVING

The landing spot of the ball is always indicated by an X, watch the ball's shadow to see how high its flying. Press A Button to Hit/Set the ball. Players will automatically hit the ball in the direction of their teammates on the first or second hit. They will try to hit the ball over the net on the third hit.

SPIKE

The idea is to stand by the net and have your teammate hit the ball to you, then leap in to the air and smash the ball downward. A well placed spike is almost impossible to return. To SPIKE (press B Button once to jump, twice to spike.)

BLOCKING

The block is a great defensive weapon for stopping the spike. To block the spike you must position your man at the net. When your opponent is ready to SPIKE the ball, jump in the air using B Button and Block by hitting the A Button.

TIPS FROM THE PROS

HIT THEM WHERE THEY'RE NOT - The best way to score points is to use your Direction Pad to aim the ball to open areas on your opponent's side of the court. Since beach volleyball is a two-player team sport, you'll find plenty of open area's.

THROW OFF YOUR OPPONENTS RHYTHM - Hitting/setting the ball twice and then smashing it over the net is the norm in beach volleyball. Do something different occasionally. Jump up and smash the ball right back over the net, or hit it back with only ONE set (instead of two). You'll catch your opponent off guard and maybe score that single point that means the difference between being a winner and being a wiener.

TIMING IS EVERYTHING - It's hard to spike the ball or jump serve if you timing is off. Hit the ball at the peak of your jump for the best results.

MORE TIPS FROM THE PROS

DON'T BURY THE BALL - Sometimes when you hit the ball very hard it will get buried in the sand. Keep your kool because *Sandy Claws* the crab will come out and try to find the ball for you. He usually will not find it but when he walks off the screen, game play resumes.

NEVER GIVE UP! - To become a champ takes practice and determination. So don't be a chump. Don't give up!



MEMOS

MEMOS

MEMOS

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Upgrade Certification

I certify that I went to the trouble and upgraded or had my incompatible Nintendo Entertainment System upgraded to be compatible with American Video Entertainment video games. For this trouble American Video Entertainment will credit \$10.00 against my purchase DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT of any game manufactured by American Video Entertainment.

Signed _____

Name _____

Address _____

City _____ State _____ Zip Code _____

Phone Number _____

Send this or a copy of this certificate to: American Video Entertainment
577 Airport Boulevard Suite 700
Burlingame, California 94010

Notice to American Video Entertainment Customers

Should you encounter any problems with this cartridge two important questions must be asked:

- A. Was your Nintendo control deck purchased after October of 1990?
- B. Does the cartridge play on other control decks purchased prior to Oct. 1990?

If the answer to both of these questions is yes then you probably have a control deck which was secretly modified by Nintendo to prevent some cartridges from working. In order to enjoy many fine products from independent American manufacturers, American Video Entertainment, recommends you get a control deck compatible with all legal games. If you do not, you will be prevented from enjoying many great, value priced cartridges. You have several options available to you:

1. We have included in this manual simple instructions which will provide any qualified T.V. repair technician with the necessary information to upgrade your unit. When you do this and sign the enclosed \$10.00 upgrade certificate, American Video Entertainment will give you a \$10.00 discount on any AVE game purchased DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT.
2. American Video Entertainment will upgrade your incompatible Rev. 11 unit free for a postage and handling charge of \$9.95. NES unit must be in working order. AVE cannot repair non-functional units. THIS CHARGE WILL BE CREDITED TO ANY FUTURE PURCHASE OF AN AMERICAN VIDEO ENTERTAINMENT PRODUCT PURCHASED DIRECTLY FROM AMERICAN VIDEO ENTERTAINMENT. (Call 1-800-HOT-4-AVE and allow 1 week for return.)
3. If none of the above is suitable please call our consumer hotline at 1-800-HOT-4-AVE and one of our counsellors will help you further.



Just Say NO!

Modification Procedure for Nintendo Entertainment System® Revision 11 Circuit Boards. This procedure is supplied by American Video Entertainment as a courtesy to owners of REV. 11 NES machines.

WARNING!

This procedure must be performed by a skilled technician. It is not recommended for consumers. Performing this procedure may affect your warranty terms.



Figure 3

1. Now remove the top cover and remove six philips head screws as indicated in Figure 3.

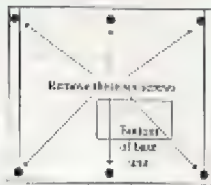


Figure 4

1. Turn the unit upside down and remove six philips head screws as indicated in Figure 4.

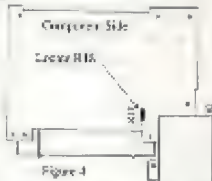


Figure 5

4. Carefully lift circuit board out of front slot with all wires and attached parts held over. Be sure board is REV. 11. This will be verified by the presence of R18 as indicated in Figure 4. *Y-Risk is not present on our products! Call 1-800-333-7447 for R18 status.*



Figure 6

2. Now remove the top cover and remove seven philips head screws as indicated in Figure 6.



Figure 7

5. Solder a jumper wire across R18 as indicated in Figure 7.

6. Reassemble the unit in reverse order.

PRECAUTIONS

- * Do not store cartridge in very hot or cold places. Never hit or drop.
- * Do not take apart.
- * Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
- * Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use your projection television with NES games, American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

Nintendo ENTERTAINMENT SYSTEM

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and, if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20422, Stock No. 004-000-00345-4.

American Video Entertainment 90-Day Limited Warranty.

AMERICAN VIDEO ENTERTAINMENT, INC. warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. AMERICAN VIDEO ENTERTAINMENT, INC. agrees to either repair or replace at its option, free of charge, any AMERICAN VIDEO ENTERTAINMENT, INC. software product. Before any returns are accepted you must call our warranty department (408-433-4282) for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL AMERICAN VIDEO ENTERTAINMENT, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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Free Games!

American Video Entertainment Video Game Registration Card

Fill out this card, send it in, and we'll enter your name in our monthly drawing for a free game.

First Name										Last Name																													
Street Address																																							
City																				State					Zip Code					Age									
																				Area Code					Phone Number														

Thank you for purchasing VENICE BEACH VOLLEYBALL. Please take a moment to answer these questions:

Please rate the following aspects of this game. (10 = excellent, 1 = poor):

Playability: 10 9 8 7 6 5 4 3 2 1 Action: 10 9 8 7 6 5 4 3 2 1

Graphics: 10 9 8 7 6 5 4 3 2 1 Overall Rating: 10 9 8 7 6 5 4 3 2 1

How many video games do you own? _____

What is your favorite game? _____

Where did you hear about this particular game?

- ☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Rental
☐ Other: _____

Send this card to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131

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COMING SOON

VENICE BEACH VOLLEYBALL (July) and DEATHBOTS (August)